SONY

3-759-994-**51** (1)

Compact Disc Player

Operating Instructions EN
Mode d'emploi F
Manual de instrucciones ES
Bruksanvisning S

COMPACT disc DIGITAL AUDIO

CDP-761
CDP-761E
CDP-561
CDP-561E
CDP-461

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WARNING

To prevent fire or shock hazard, do not expose the unit to rain or moisture.
To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.

The laser component in this product is capable of emitting radiation exceeding the limit for Class 1.

CLASS 1 LASER PRODUCT
LUOKAN 1 LASERLAITE
KLASS 1 LASERAPPARAT

This appliance is classified as a CLASS 1 LASER product. The CLASS 1 LASER PRODUCT MARKING is located on the rear exterior.

The following caution label is located inside of the unit.

CAUTION	;	INVISIBLE LASER RADIATION WHEN OPEN. AVOID EXPOSURE TO BEAM.
ADVARSEL	;	USYNLIG LASERSTRÅLING VED ÅBNING NÅR SIKKERHEDSAFBRYDERE ER UDE AF FUNKTION. UNDGÅ UDSÆTTELSE FOR STRÅLING.
VARO!	;	AVATTAESSA JA SUOJALUKITUS OHITETTAESSA OLET ALTTIINA LASERSÄTEILYLLE.
VARNING	;	LASERSTRÅLING NÄR DENNA DEL ÄR ÖPPNAD OCH SPÄRREN ÄR URKOPPLAD.
ADVARSEL	;	USYNLIG LASERSTRÅLING NÅR DEKSEL ÅPNES UNNGÅ EKSPONERING FOR STRÅLEN.

NOTICE FOR CUSTOMERS IN THE UNITED KINGDOM

A moulded plug complying with BS 1363 is fitted to this equipment for your safety and convenience.

Should the fuse in the plug supplied need to be replaced, a 5 AMP fuse approved by ASTA or BSI to BS 1362, (i.e. marked with ⓐ or ⓑ mark) must be used.

If the plug supplied with this equipment has a detachable fuse cover, be sure to attach the fuse cover after you change the fuse. Never use the plug without the fuse cover. If you should lose the fuse cover, please contact your nearest Sony service station.

IMPORTANT

If the plug supplied is not suitable for the socket outlets in your home, it should be cut off and an appropriate plug fitted in accordance with the following instructions.

The wires in this mains lead are coloured in accordance with the following code:
Blue: Neutral
Brown: Live
As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:
The wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black. The wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red. Do not connect either wire to the earth terminal in the plug which is marked by the letter E or by the safety earth symbol ⏚ or coloured green or green-and-yellow.

WARNING

To prevent shock hazard, do not insert the plug cut off from the mains lead into a socket outlet. This plug cannot be used and should be destroyed.

Precautions

On safety

- Since the laser beam used in this player is harmful to the eyes, do not attempt to disassemble the casing. Refer servicing to qualified personnel only.
- Should any solid object or liquid fall into the cabinet, unplug the player and have it checked by qualified personnel before operating it any further.

On power sources

- Before operating the player, check that the operating voltage of the player is identical with your local power supply. The operating voltage is indicated on the nameplate at the rear of the player.
- The player is not disconnected from the AC power source (mains) as long as it is connected to the wall outlet, even if the player itself has been turned off.
- If you are not going to use the player for a long time, be sure to disconnect the player from the wall outlet. To disconnect the AC power cord (mains lead), grasp the plug itself; never pull the cord.
- AC power cord must be changed only at the qualified service shop.

On placement

- Place the player in a location with adequate ventilation to prevent heat build-up in the player.
- Do not place the player on a soft surface such as a rug that might block the ventilation holes on the bottom.
- Do not place the player in a location near heat sources, or in a place subject to direct sunlight, excessive dust or mechanical shock.

On operation

- If the player is brought directly from a cold to a warm location, or is placed in a very damp room, moisture may condense on the lenses inside the player. Should this occur, the player may not operate properly. In this case, remove the disc and leave the player turned on for about an hour until the moisture evaporates.

On adjusting volume

- Do not turn up the volume while listening to a portion with very low level inputs or no audio signals. If you do, the speakers may be damaged when a peak level portion is played.

On cleaning

- Clean the cabinet, panel and controls with a soft cloth slightly moistened with a mild detergent solution. Do not use any type of abrasive pad, scouring powder or solvent such as alcohol or benzine.

If you have any questions or problems concerning your player, please consult your nearest Sony dealer.

Welcome!

Thank you for purchasing the Sony Compact Disc Player. Before operating the unit, please read this manual thoroughly and retain it for future reference.

About This Manual

The instructions in this manual are for models CDP-761, CDP-761E, CDP-561, CDP-561E and CDP-461. The CDP-761 and CDP-761E are the models used for illustration purposes, unless otherwise mentioned. Any difference in operation is clearly indicated in the text, for example, "CDP-761 only."

Note

The remote supplied with CDP-761E has the LINE OUT LEVEL buttons. However, you cannot use these buttons for CDP-761E.

Conventions

- Instructions in this manual describe the controls on the player. You can also use the controls on the remote if they have the same or similar names as those on the player.
- The following icons are used in this manual:

Indicates that you can do the task using the remote.

Indicates hints and tips for making the task easier.

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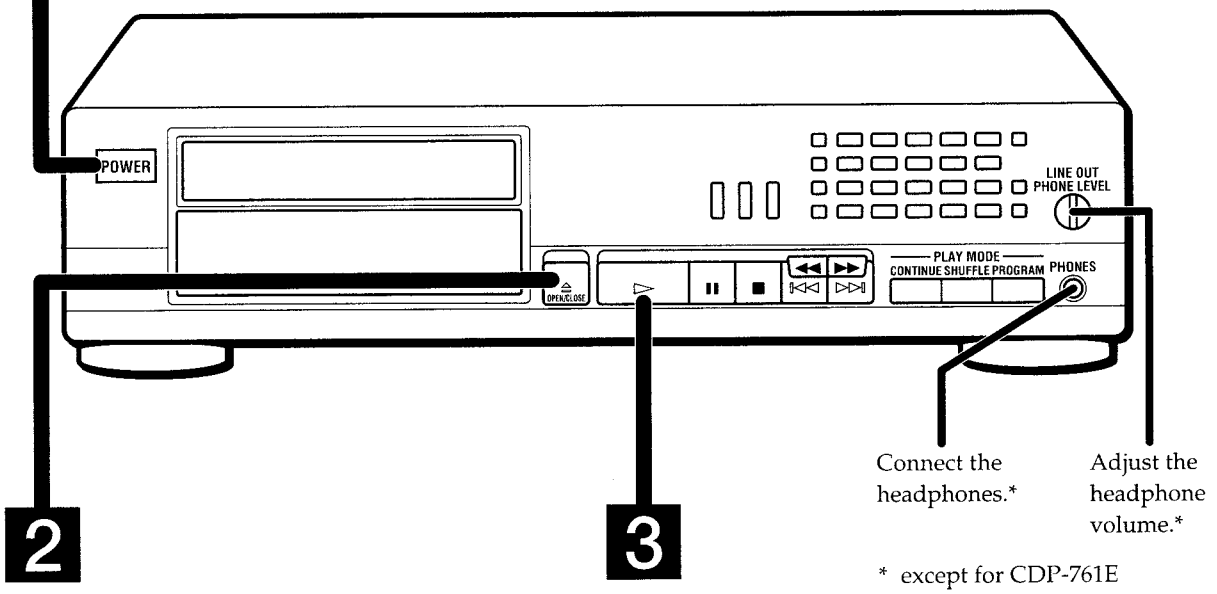
Playing a CD

Before you start...

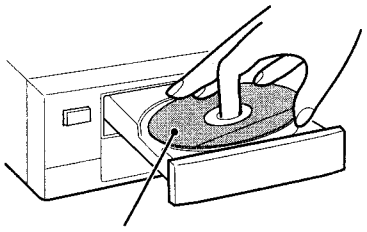
Turn on the amplifier and select the CD player position.

1 Press POWER to turn on the player.



* except for CDP-761E

2 Press ⏏OPEN/CLOSE, and place a CD on the tray.



With the label side up

If you turn on the player with a CD in the tray

You can start playing automatically from the beginning of the CD. If you connect a commercially available timer, you can start playing the CD at any time you want.

3 Press ▷.

The disc tray closes and the player plays all the tracks once (Continuous Play).
Adjust the volume on the amplifier.

To stop playback

Press ■.

When you want to	Press
Pause	⏸
Resume play after pause	⏸ or ▷
Go to the next track	⏭
Go back to the preceding track	⏮
Stop play and remove the CD	⏏OPEN/CLOSE

If play doesn't start from the first track

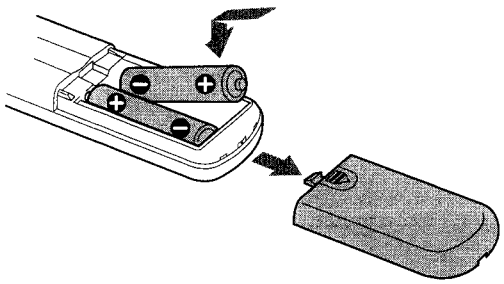
Press CONTINUE.

Unpacking

Check that you received the following items:
- Audio connecting cord (1)
- Remote commander (remote) (1)
- Sony SUM-3 (NS) batteries (2)

Inserting batteries into the remote

You can control the player using the supplied remote. Insert two R6 (size AA) batteries by matching the + and – on the batteries. When using the remote, point it at the remote sensor ▣ on the player.



When to replace batteries

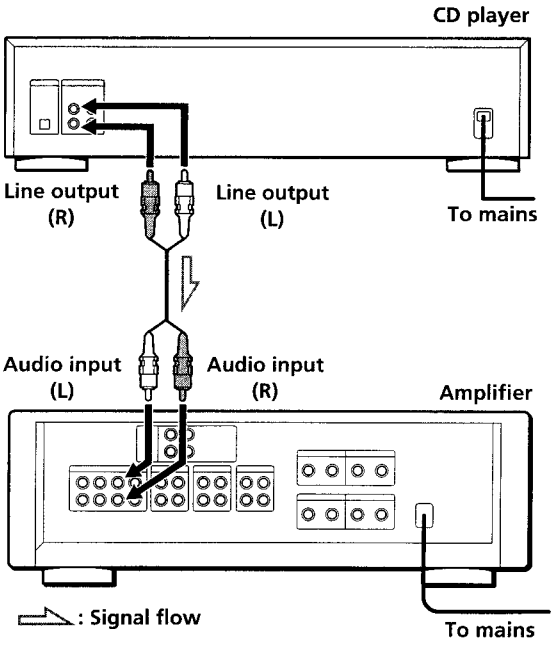
With normal use, the batteries should last for about six months. When the remote no longer operates the player, replace all the batteries with new ones.

Notes
- Do not leave the remote near an extremely hot or humid place.
- Do not drop any foreign object into the remote casing, particularly when replacing the batteries.
- Do not expose the remote sensor to direct sunlight or lighting apparatuses. Doing so may cause a malfunction.
- If you don't use the remote for an extended period of time, remove the batteries to avoid possible damage from battery leakage and corrosion.

Hooking Up the System

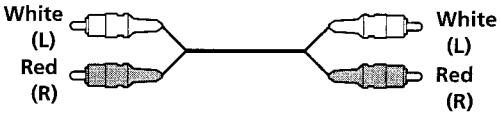
Overview

This section describes how to hook up the CD player to an amplifier. Be sure to turn off the power of each component before making the connections.



What cords will I need?

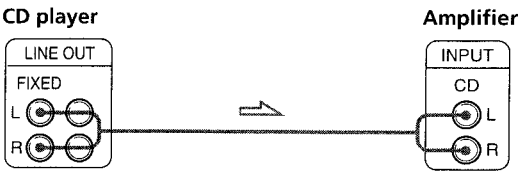
Audio cord (supplied) (1)



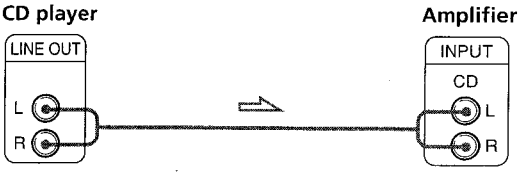
Hookups

When connecting an audio cord, be sure to match the colour-coded cord to the appropriate jacks on the components: Red (right) to Red and White (left) to White. Be sure to make connections firmly to avoid hum and noise.

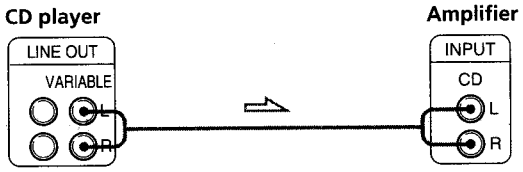
- **For CDP-761/561/561E/461**



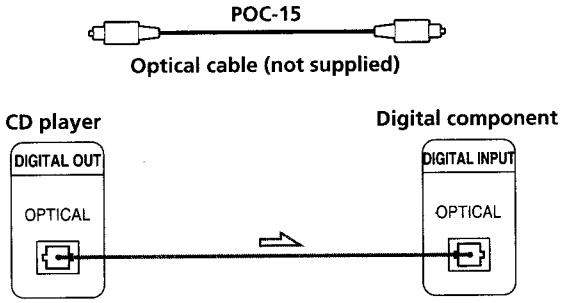
- **For CDP-761E**



- **If you have an analog power amplifier (except for CDP-761E)**
  Connect the amplifier via the VARIABLE LINE OUT jacks using the supplied audio cord. You can adjust the output level with the LINE OUT/PHONE LEVEL control on the player or the LINE OUT LEVEL buttons on the remote. Note that you cannot use the LINE OUT LEVEL buttons on the remote for CDP-761E.



- **If you have a digital component such as a digital amplifier, D/A converter, DAT or MD**
  Connect the component via the DIGITAL OUT (OPTICAL) connector using the optical cable (not supplied). Take off the cap and plug in the optical cable.
  Note that you cannot use fading in or out (page 12) and Time Fade (page 13) functions when making this connection.



Note
When you connect via the DIGITAL OUT (OPTICAL) connector, noise may occur when you play CD software other than music, such as a CD-ROM.

Connecting the mains lead

Connect the mains lead to a wall outlet.

Removing the protective tape

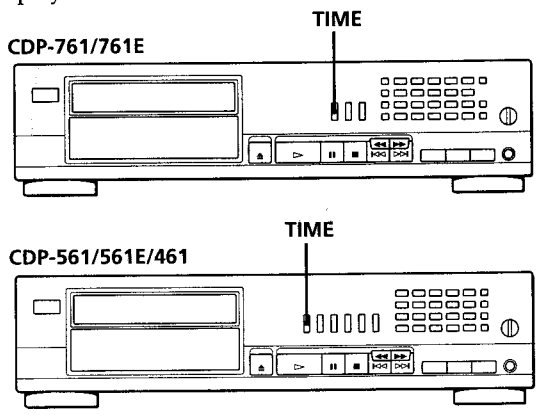
The color tape is put inside the disc tray to protect the disc tray during transportation. Turn on the player and press ⏏ OPEN/CLOSE, and then remove the color tape.

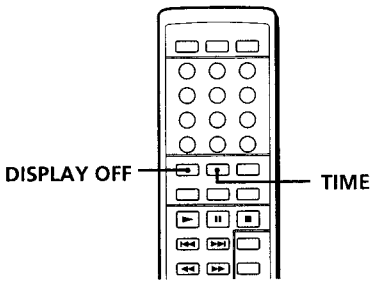
Where do I go next?

Now you're ready to use your player.
If you aren't familiar with how to play CDs, go to the section "Playing a CD" on page 4.
Then, go to the following sections for other operations.

Using the Display

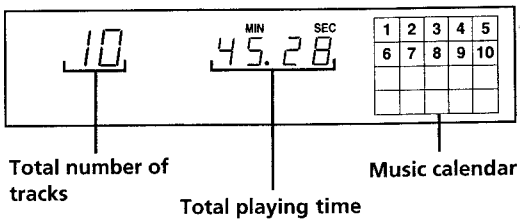
You can check information about the disc using the display.





Checking the total number and playing time of the tracks

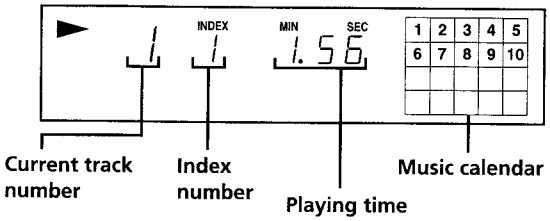
Press TIME before you start playing.
The display shows the total number of tracks, total playing time and music calendar.



While in Shuffle Play mode ("SHUFFLE" appears in the display; see page 9), a one-second access time blank is added between each track. This increase is automatically added to the total playing time in the display.
The information also appears when you press ⏏ OPEN/CLOSE to close the disc tray.

Display information while playing a disc

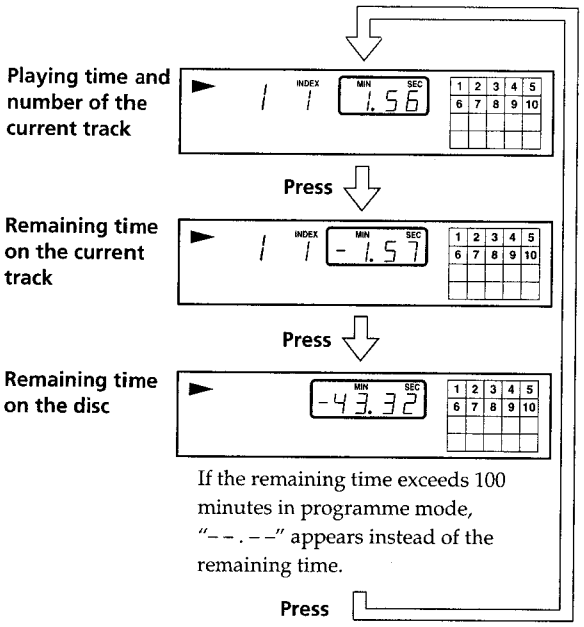
While playing a disc, the display shows the current track number, index number, playing time and the music calendar.



The track numbers in the music calendar disappear after they are played.

Checking the remaining time

Each time you press TIME while playing a disc, the display changes as shown in the chart below.



If the remaining time exceeds 100 minutes in programme mode, "– – . – –" appears instead of the remaining time.

Turning off indications in the display

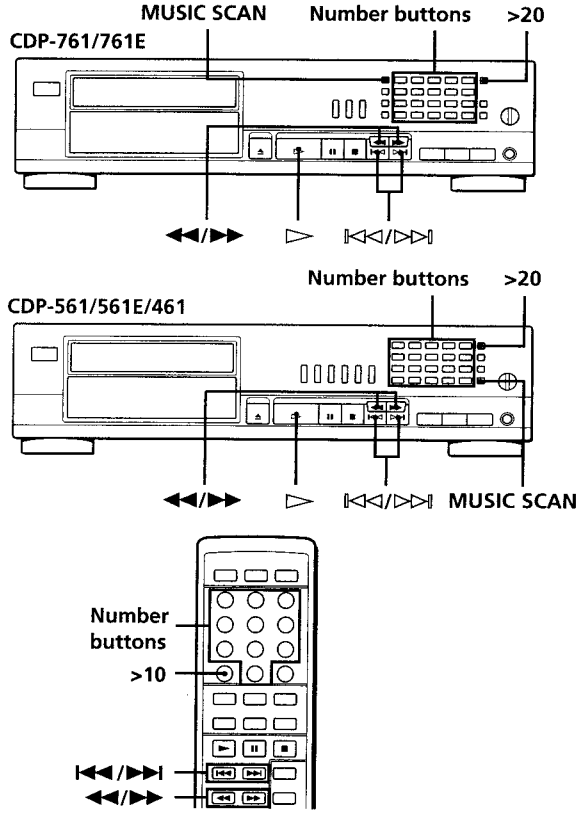
Each time you press DISPLAY OFF on the remote while playing a disc, the display turns off and on alternately.

Even when the display is turned off, the display turns on if you pause or stop play. When you resume play, the display turns off again.

Before you start playing, when you press DISPLAY OFF to turn off the display, "dISP OFF" appears, and when you press the button to turn on the display, "dISP On" appears.

Locating a Specific Track or a Particular Point in a Track

You can quickly locate any track while playing a disc using the ⏮/⏭ (AMS: Automatic Music Sensor) buttons or number buttons. You can also locate a particular point in a track while playing a disc.



To locate	Press
The next or succeeding tracks	⏭ repeatedly until you find the track
The current or preceding tracks	⏮ repeatedly until you find the track
A specific track directly	Number button of the track
By scanning each track for 10 seconds (Music Scan)	MUSIC SCAN before you start playing. When you find the track you want, press ▷ to start playing.
A point while monitoring the sound	▶▶ (forward) or ◀◀ (backward) and hold down until you find the point
A point quickly by observing the display during pause	◀◀/▶▶ and hold down until you find the point. You will not hear the sound during the operation.

When you directly locate a track numbered over 20 (or 10 when using the remote)

Press >20 (or >10 on the remote) first, then the corresponding number buttons. To enter "0," use button 10.

Example: To play track number 30

Press >20 (or >10 on the remote) first, then 3 and 10.

You can extend the playing time during Music Scan

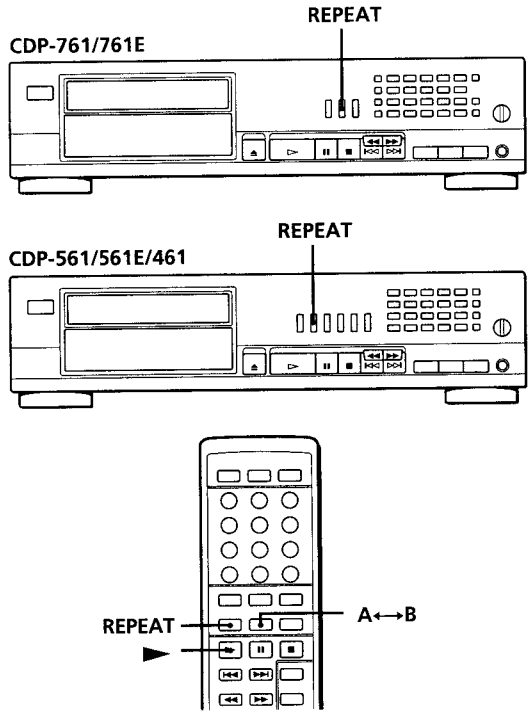
Press MUSIC SCAN repeatedly until the playing time you want (10, 20 or 30) appears in the display. Each time you press the button, the playing time changes cyclically.

Note

If "⊐⊐" appears in the display, the disc has reached the end while you were pressing ▶▶. Press ◀◀ or ⏮ to go back.

Playing Tracks Repeatedly

You can play tracks repeatedly in any play mode.



Press REPEAT while playing a disc.

"REPEAT" appears in the display. The player repeats the tracks as follows:

When the disc is played in	The player repeats
Continuous Play (page 4)	All the tracks
Shuffle Play (page 9)	All the tracks in random orders
Programme Play (page 9)	The same programme
Delete Play (page 10)	All the remaining tracks
Delete Shuffle Play (page 9, 10)	All the remaining tracks in random orders

To cancel Repeat Play

Press REPEAT repeatedly until "REPEAT" disappears from the display.

Repeating the current track

You can repeat only the current track while the disc is played in Continuous Play or Delete Play.

While the track you want is being played, press REPEAT repeatedly until "REPEAT 1" appears in the display.

Repeating a Specific Portion (A↔B Repeat)

You can play a specific portion in a track repeatedly. This might be useful when you want to memorize lyrics.

Note that you cannot repeat a portion extending to two tracks.

1 While playing a disc, press A↔B on the remote when you find the starting point (point A) to be played repeatedly.

"A-" of "REPEAT A-" flashes in the display.

2 When you reach the ending point (point B), press A↔B again.

"REPEAT A-B" appears. The player plays this specific portion repeatedly.

To cancel A↔B Repeat

Press REPEAT.

Setting a new starting point

You can move the repeating portion ahead by changing the starting point.

1 Press A↔B while the player is repeating the specific portion.

The ending point B becomes the new starting point A. "A-" of "REPEAT A-" flashes in the display.

2 When you reach the ending point (point B), press A↔B again.

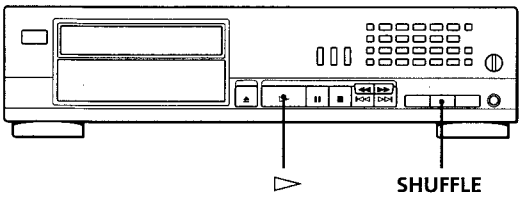
"REPEAT A-B" appears. The player repeats between the new starting and ending points.

When you want to restart from the starting point A

Press ▶ during A↔B Repeat.

Playing in Random Order (Shuffle Play)

You can have the player "shuffle" tracks and play in a random order.



1 Press SHUFFLE.
"SHUFFLE" appears in the display.

2 Press ▷ to start Shuffle Play.
The [ ] indication appears while the player is "shuffling" the tracks.

To cancel Shuffle Play

Press CONTINUE.

You can start Shuffle Play while playing

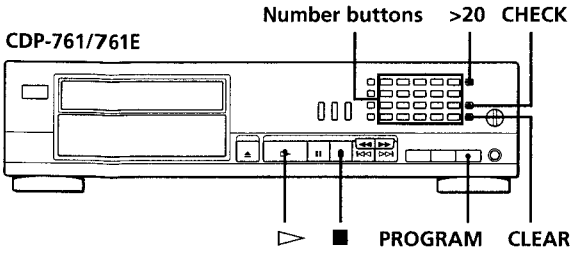
Press SHUFFLE, and Shuffle Play starts from the current track.

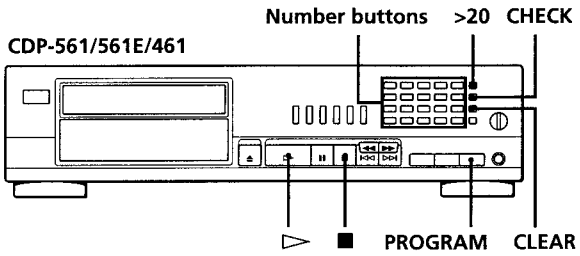
You can delete unwanted tracks during Shuffle Play (Delete Shuffle Play)

Press the number button of the track you want to delete. The track number and "OFF" appear in the display, and then the track number disappears from the music calendar.
If you want to restore the track, press the number button again.
To restore all the tracks, press ■ in stop mode.

Creating Your Own Programme (Programme Play)

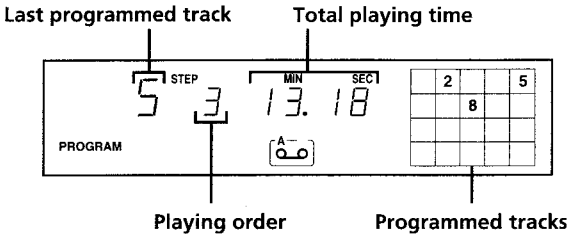
You can arrange the order of the tracks on a disc and create your own programme. The programme can contain up to 24 tracks.





1 Press PROGRAM.
"PROGRAM" appears in the display.

2 Press the number buttons of the tracks you want to programme in the order you want.
To programme the track numbered over 20 (or 10 when using the remote), use the >20 button (or >10 on the remote) (see page 8).



If you've made a mistake

Press CLEAR, then press the correct number button.

3 Press ▷ to start Programme Play.

To cancel Programme Play

Press CONTINUE.

The programme remains even after the Programme Play ends

When you press ▷, you can play the same programme again.

Notes

- "– – . – –" appears instead of the total playing time in the display when it exceeds 100 minutes.
- "FULL" appears in the display when you try to add a track to a programme which already contains 24 tracks.

Checking the track order

You can check your programme before or after you start playing.

Press CHECK.
Each time you press this button, the display shows the track number in the programmed order. After the last track in the programme, the display shows "End" and returns to the original display. If you check the order after you start playing, the display shows only the remaining track numbers.

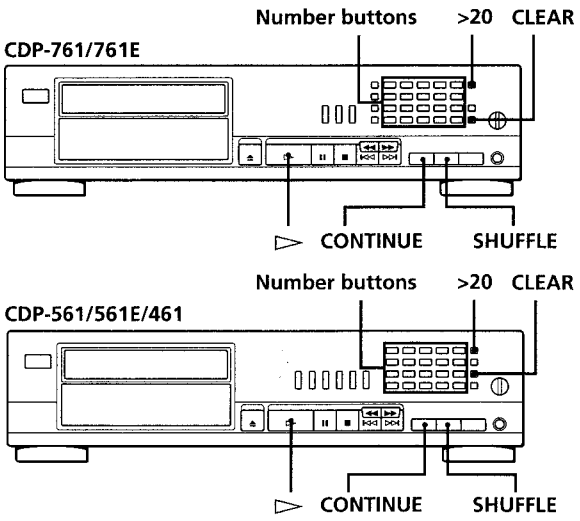
Changing the track order

You can change your programme before you start playing.

To	Press
Erase a track	CHECK until the track you don't want appears in the display, then press CLEAR
Erase the last track in the programme	CLEAR. Each time you press the button, the last track will be cleared.
Add tracks to the end of the programme	Number buttons of the tracks to be added
Change the whole programme completely	■ (stop). Create a new programme following the programming procedure.

Playing Only Specific Tracks (Delete Play)

You can delete unwanted tracks and play only the remaining tracks.



1 Press SHUFFLE.
"SHUFFLE" appears in the display.

2 Press the number buttons of the tracks you want to delete.
The track numbers disappear from the music calendar after "OFF" appears for a while.
To delete a track numbered over 20 (or 10 when using the remote), use the >20 button (or >10 on the remote) (see page 8).

If you've made a mistake
Press the number button of the track. "On" appears in the display and the track will be restored.

3 After you've deleted all the tracks you don't want, press CONTINUE.
"SHUFFLE" disappears from the display.

4 Press ▷ to start Delete Play.

To cancel Delete Play
Press ■ in stop mode.

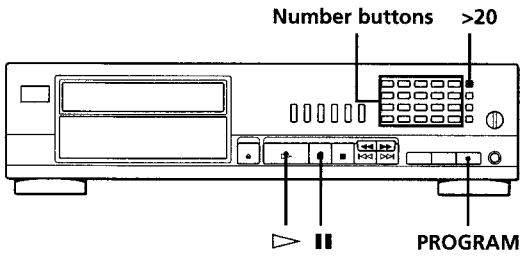
The player keeps the deleted tracks in memory even after the Delete Play ends
When you press ▷, you can play only the remaining tracks again.

You can play the tracks in random order (Delete Shuffle Play)
Just skip Step 3 in the above procedure.

You can delete a track while playing
Press CLEAR while the track is being played. The player deletes the track and starts playing the next track.

Recording Your Own Programme

You can record the programme you've created on a tape, DAT or MD. The programme can contain up to 24 tracks.
By inserting a pause during programming, you can divide the programme into two for recording on both sides of a tape.



1 Create your programme (for side A when recording on a tape) while checking the total playing time indicated in the display.
Follow Steps 1 and 2 in "Creating Your Own Programme" on page 9.
The [A] indication appears in the display.

2 When you record on both sides of the tape, press II to insert a pause.
The "P" and [A/B] indications appear in the display and the playing time is reset to "0.00."
When you record on one side of the tape or on a DAT or MD, skip this step and go to Step 4.

A pause is counted as one track
You can programme up to 23 tracks when you insert a pause.

3 Repeat Step 1 to create the programme for side B.

4 Start recording on the deck and then press ▷ on the player.
When you record on both sides of the tape, the player pauses at the end of the programme for side A.

5 When you record on side B, reverse the tape and press ▷ or II on the player to resume playing.

You can check the total playing time while programming (Programme Edit)
To select a track, press I◁◁ or ▷▷I and check the total playing time. Then press PROGRAM to confirm your selection.

To check and change your programme
See page 10.
The [A] indication appears while checking the programme for side A and [B] while checking the programme for side B.

When tracks, which aren't numerically consecutive on the disc, are programmed consecutively (i.e. 1, 3, 5 etc.)
A one-second access time blank is added between the tracks.

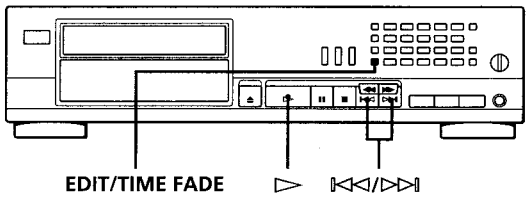
You can automatically insert a blank space of 3 seconds between each track
Use the Auto Space function (see page 14).

Recording a CD by Specifying Tape Length (Time Edit/Just Edit)

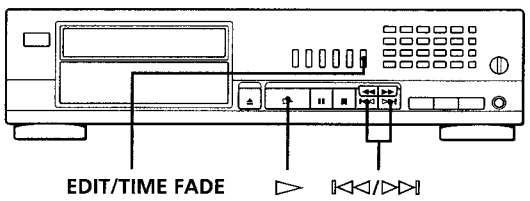
You can have the player create a programme that will fit the length of the tape. Select one of the following options:
- Time Edit: automatically creates a programme, keeping the original order of the disc.
- Just Edit: automatically arranges the track order to fit the tape length.

The programme can contain up to 24 tracks (a pause inserted between tracks is counted as one track).
Note that tracks whose numbers are over 24 cannot be programmed.

CDP-761/761E



CDP-561/561E/461



1 Press EDIT/TIME FADE before you start playing as follows:
- To select Time Edit, press the button until "EDIT" appears and "A" in the [A] indication flashes in the display.
- To select Just Edit, press the button until "JUST EDIT" appears and "A" in the [A] indication flashes in the display.

2 Press ⏮ or ⏭ to specify the tape length.
Each time you press these buttons, the display changes as shown below, with the tape length of one side following each indication.

HALF ↔ C-46 (23.00) ↔ C-54 (27.00) ↔ C-60 (30.00) ↔ C-74 (37.00) ↔ C-90 (45.00) ↔ ---- ↔

When you select "HALF"
The player sets the programme of each side to a half of the total playing time of the disc. Note that you cannot select "HALF" when the disc has more than 24 tracks.

3 Press EDIT/TIME FADE to have the player create the programme.
The display shows the tracks to be recorded. "B" in the [B] indication flashes in the display.

4 When you record on both sides of the tape, press EDIT/TIME FADE again.
The player inserts a pause, then creates the programme for side B. The display shows the programmed tracks.
When you record on one side of the tape or on a DAT or MD, skip this step.

5 Start recording on the deck and then press ▷ on the player.
When you record on both sides of the tape, the player pauses at the end of the programme for side A.

6 When you record on side B, reverse the tape and press ▷ or ⏸ on the player to resume playing.

To cancel Time Edit/Just Edit
Press CONTINUE.

You can programme the tracks you want in advance
Select the tracks before doing the above procedure. The player creates a programme from the remaining tracks. In this case, you cannot select "HALF" to specify the tape length.

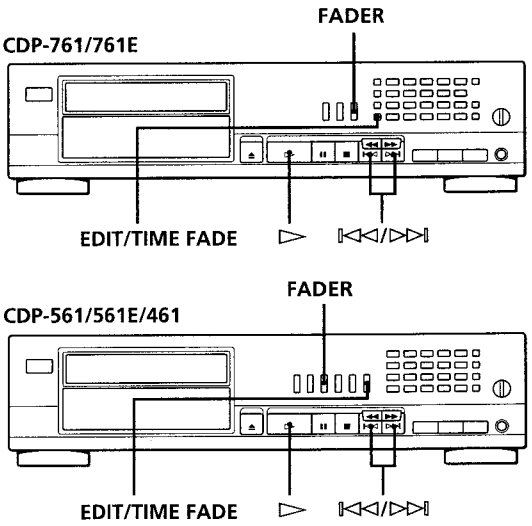
You can freely specify the tape length
Set the tape length using number buttons. To enter "0," use button 10.
Example: When the tape length of one side is 30 minutes and 15 seconds
Press 3, 10, 1 and 5.

When tracks, which aren't numerically consecutive on the disc, are programmed consecutively (i.e. 1, 3, 5 etc.)
A one-second access time blank is added between the tracks.

You can automatically insert a blank space of 3 seconds between each track
Use the Auto Space function (see page 14).

Fading In or Out

You can manually fade in or out to prevent tracks from starting or ending abruptly.
Note that you cannot use this effect when you use the DIGITAL OUT (OPTICAL) connector.



To	Press FADER
Start play fading in	During pause. The ◂ indication flashes and play fades in.
End play fading out	When you want to start fading out. The ▸ indication flashes. The play fades out and the player pauses.

Changing the fading time

You can change the fading time from 2 to 10 seconds before fading in or out. If you don't change it, fading lasts for 5 seconds.

1 Press FADER before you start playing.

2 Press the number button to specify the fading time.

Note
The fading time is reset to 5 seconds when you turn off the player.

Fading out at the specified time (Time Fade)

You can have the player fade out automatically by specifying the playing time. Once you set the time fade, it works twice, that is, the play fades out at the end of both sides of a tape.

1 Press EDIT/TIME FADE repeatedly before you start playing until "TIME FADE" and "A" in the indication appear in the display.

2 Press ⏮ or ⏭ to specify the playing time. Each time you press these buttons, the display changes as shown below, with the playing time of one side following each indication.

HALF ↔ C-46 ↔ C-54 ↔ C-60 ↔ C-74 ↔ C-90 ↔ - - - -
(23.00) (27.00) (30.00) (37.00) (45.00)

When you select "HALF"
The player sets the playing time to a half of the total playing time.

3 Press ▷ to start playing.
At the specified time the play fades out and the player pauses. "B" in the indication appears in the display.

4 To record on side B, reverse the tape and press ▷ or ⏸ on the player to resume playing.
Again, the play fades out at the specified time.

To cancel Time Fade
Press EDIT/TIME FADE, or press ◀◀ or ▶▶ while playing a disc.

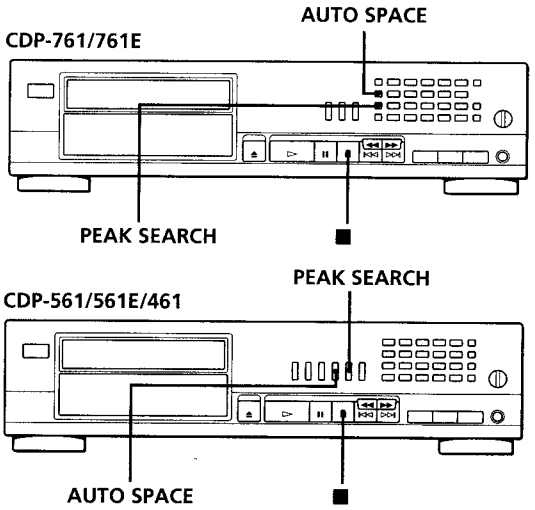
You can freely specify the playing time
See "You can freely specify the tape length" on page 12.

You can change discs during time fade
If the play ends before the specified fade-out time, (for example, when you record CD-singles on a tape) change the disc. The specified fade-out time is counted only during playing.

You can fade in to resume playing in Step 4
After you reverse the tape, press FADER.

Useful Tips for Recording

Using these functions makes recording CDs more convenient.



Adjusting the Recording Level (Peak Search)

The player locates the highest level among the tracks to be recorded to let you adjust the recording level before you start recording.

1 Before you start playing, press PEAK SEARCH. "PEAK" flashes in the display and the player repeats the portion of the highest level.

2 Adjust the recording level on the deck.

3 Press ■ on the player to stop Peak Search. "PEAK" disappears from the display.

Note
The portion with the highest level may differ every time you try the adjustment on the same disc. The difference is, however, so slight that you won't find any problem in adjusting the recording level precisely.

Locating each track on a tape using the AMS function (Auto Space)

The auto space function inserts a blank space of 3 seconds between each track while playing, and enables you to locate each track using the AMS function of the deck.

Before you start playing, press AUTO SPACE. "AUTO SPACE" appears in the display.

To cancel Auto Space

Press AUTO SPACE until "AUTO SPACE" disappears in the display.

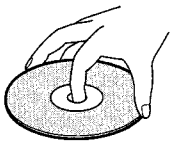
Note

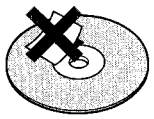
If you use the Auto Space function when recording, for example, a medley or symphony, the sound may be interrupted where the track number changes. It happens when the track numbers are assigned in the middle of the piece.

Notes on CDs

On handling CDs

- To keep the disc clean, handle the disc by its edge. Do not touch the surface.
- Do not stick paper or tape on the disc.



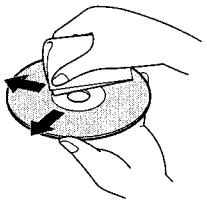


Not this way

- Do not expose the disc to direct sunlight or heat sources such as hot air ducts, nor leave it in a car parked in direct sunlight as there can be considerable rise in temperature inside the car.
- Do not use any commercially available stabilizer and/or disc protector. If you do, the disc and the player may be damaged.
- After playing, store the disc in its case.

On cleaning

- Before playing, clean the disc with a cleaning cloth. Wipe the disc from the centre out.



- Do not use solvents such as benzine, thinner, commercially available cleaners or anti-static spray intended for vinyl LPs.

Troubleshooting

If you experience any of the following difficulties while using the player, use this troubleshooting guide to help you remedy the problem. Should any problem persist, consult your nearest Sony dealer.

There's no sound.

➡Check that the player is connected securely.
➡Make sure you operate the amplifier correctly.
➡Adjust the playback level using the LINE OUT/PHONE LEVEL control. (except for CDP-761E)

The CD does not play.

➡There's no CD inside the player ("no dISC" appears). Insert a CD.
➡Place the CD with the label side up on the disc tray correctly.
➡Clean the CD (see page 14).
➡Moisture has condensed inside the player. Remove the disc and leave the player turned on for about an hour (see page 2).

The recording level has changed. (except for CDP-761E)

➡When you connect the amplifier via the VARIABLE LINE OUT jacks, the recording level changes if you adjust the LINE OUT/PHONE LEVEL control on the player or press LINE OUT LEVEL on the remote during recording.

The remote does not function.

➡Remove the obstacles in the path of the remote and the player.
➡Point the remote at the remote sensor ▣ on the player.
➡Replace all the batteries in the remote with new ones if they are weak.

Specifications

Compact disc player

Laser	Semiconductor laser
Wavelength	780 – 790 nm
Frequency response	2 Hz to 20 kHz ± 0.5 dB
Signal-to-noise ratio	CDP-761: More than 113 dB CDP-561: More than 108 dB CDP-761E/561E : More than 100 dB CDP-461: More than 102 dB
Dynamic range	CDP-761/761E/561/561E : More than 99 dB CDP-461: More than 98 dB
Harmonic distortion	CDP-761/761E : Less than 0.0025% CDP-561/561E : Less than 0.0027% CDP-461: Less than 0.0035%
Channel separation	CDP-761: More than 105 dB CDP-561: More than 103 dB CDP-761E/561E : More than 95 dB CDP-461: More than 100 dB

Outputs

	Jack type	Maximum output level	Load impedance
LINE OUT (FIXED)*	Phono jacks	2 V (at 50 kilohms)	Over 10 kilohms
LINE OUT (VARIABLE)**	Phono jacks	2 V (at 50 kilohms)	Over 50 kilohms
DIGITAL OUT (OPTICAL)	Optical output connector	–18 dBm	Wave length: 660 nm
PHONES**	Stereo phone jack	10 mW	32 ohms

* LINE OUT for CDP-761E
** except for CDP-761E

General

Power requirements	220 V – 230 V AC, 50/60 Hz
Power consumption	CDP-761/761E/561/561E: 13 W CDP-461: 12 W
Dimensions (approx.) (w/h/d)	430 × 110 × 295 mm (17 × 4 3/8 × 11 5/8 in.) incl. projecting parts
Mass (approx.)	CDP-761/761E: 4.1 kg (9 lbs 1 oz) CDP-561/561E: 3.8 kg (8 lbs 4 oz) CDP-461: 3.7 kg (8 lbs 2 oz)

Supplied accessories

Audio cord (2 phono plugs – 2 phono plugs) (1)
Remote commander (remote) (1)
Sony SUM-3 (NS) batteries (2)

Design and specifications are subject to change without notice.

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